

SONUSCORE



OWNER'S MANUAL



Document Version 1.0

Product Version 1.0

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SYSTEM REQUIREMENTS:

- For the latest system requirements, please visit www.sonuscore.com or your trusted dealer's website.

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1. INTRODUCTION

Welcome to SONUSCORE MEDIEVAL PHRASES LUTE & THEORBO. This HALion instrument enables you to integrate expressive Lute & Theorbo phrases into your compositions.

2. DOWNLOAD & INSTALLATION

Once you have received the link via mail, you can directly download the zip-file from our web server. The installation process is very easy: choose or create any folder you like on your hard drive and completely unpack the zip-file in there. Bear in mind that the chosen path should not be too complicated as you need to browse to the respective folder every time you open the .nki-file with KONTAKT. To do so, launch KONTAKT, click on FILES and then LOAD. Browse to the specific folder where you have saved MEDIEVAL PHRASES LUTE & THEORBO, double-click on the nki-file and you are good to go! Alternatively, you can just drag-and-drop the nki-file into KONTAKT.

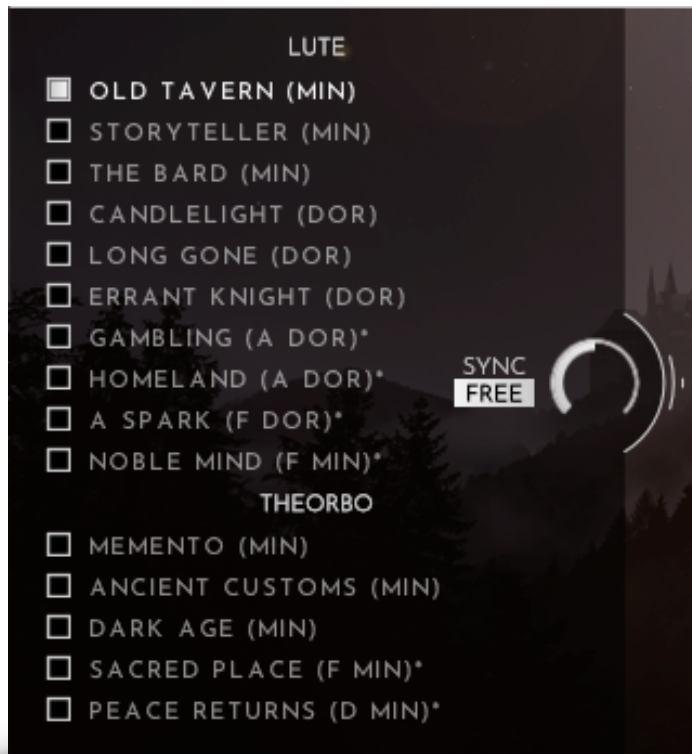
NOTE: This instrument requires the full version of **KONTAKT 6.7.1**. Also, MEDIEVAL PHRASES LUTE & THEORBO is NOT a "Powered by Kontakt"-library, so you cannot add it via the ADD LIBRARY-button on the side panel. Instead, you will have to load it manually through the File browser or save its path with the Quick-Load function..

3. MEDIEVAL PHRASES LUTE & THEORBO



On the main page you can select a theme and access all the basic functions you need to get started.

3.1 THEME SELECTION BAR



On the left side of the main page are 10 Lute themes and 5 Theorbo themes that you can choose from. When you choose one of the bonus themes marked with * the root key range is changed to the available keys. Your theme selection is reflected on the keyboard in the octave above C5.

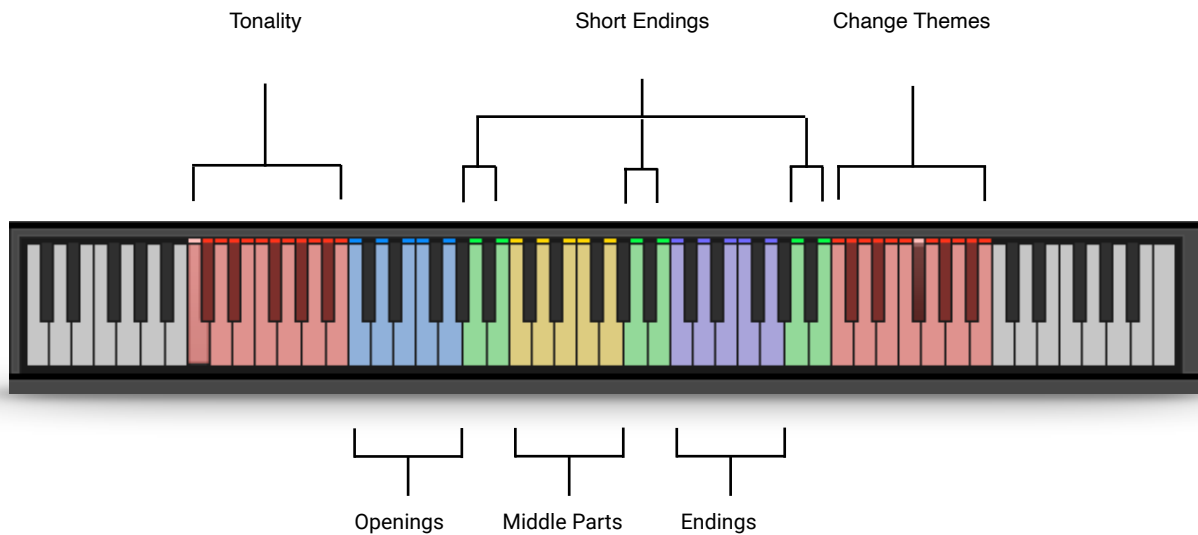
3.2 PHRASE SYSTEM

Each theme consists of five complete phrases. You can play the opening, middle and endings of each phrase and combine them freely to create new phrases.

As an addition we created short endings that will take you back to the root at any time.

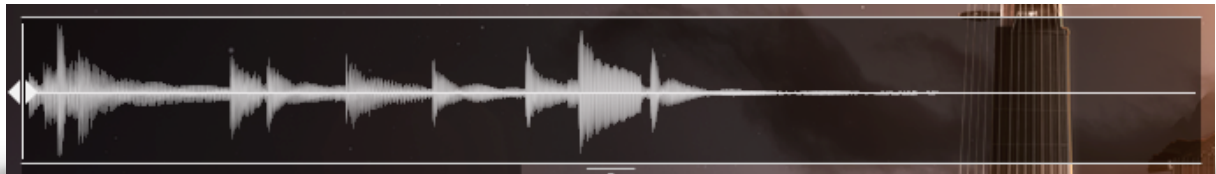
The phrases are performed with 4/4 and 6/8 feel.

3.3 KEYSWITCHES



You can use the highlighted keys to play the phrases and combine them freely.

3.4 PHRASE PROGRESS BAR



The Phrase Progress Bar shows the waveform of the current phrase and the playback position the phrase is in.

NOTE: You can drag the left start icon to adjust the playback start of the current phrase.

3.5 PAGE SELECTION

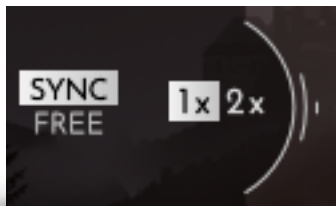


On the bottom of the GUI you can find the Main and FX page buttons. Use those to navigate between the two pages.

3.6 SYNC MODE & FREE MODE



In Free Mode the phrases are not synced to the DAW. Choose this mode if you want the natural feel of the phrases as the musician intended them. The speed knob allows you to change the playback speed of the phrases to fit your track. It dials from a minimum of 50% up to 150% of the original speed.



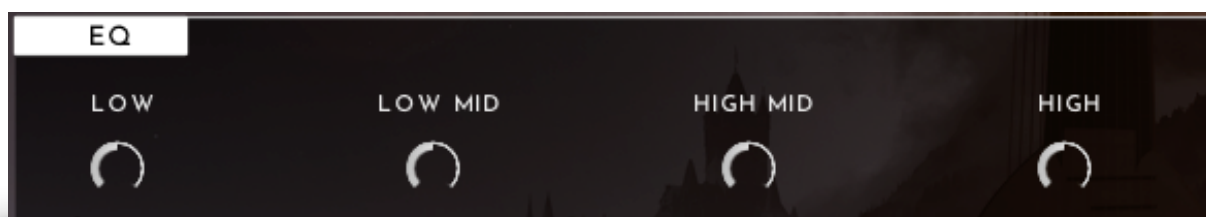
In Sync Mode the timing of the phrases automatically sync to the host tempo of your DAW. 1x means normal playback speed. 2x will playback the phrase at double time.

3.7 FX PAGE



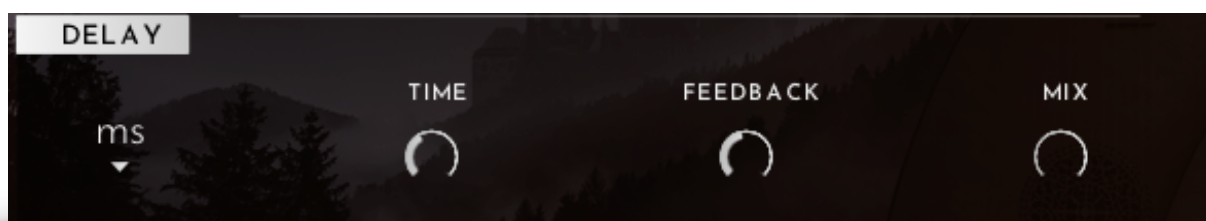
On the FX page you can access the advanced functions of the EQ, DELAY and REVERB settings.

3.7.1 EQ



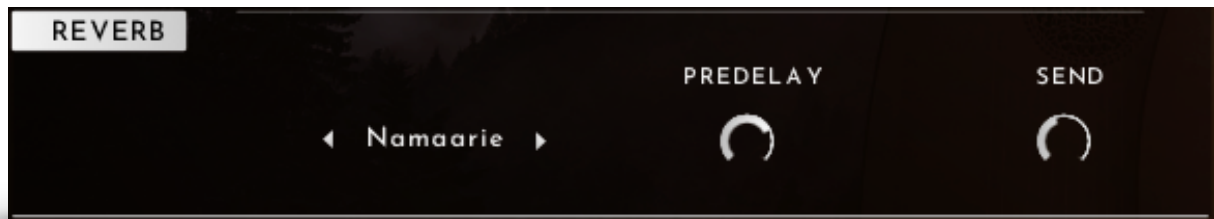
EQ ON/OFF:	Toggles the equalizer on and off.
LOW:	Adjusts the gain of the low frequency band of the equalizer.
LOW/MID:	Adjusts the gain of the low-mid frequency band of the equalizer.
HIGH/MID:	Adjusts the gain of the high-mid frequency band of the equalizer.
HIGH:	Adjusts the gain of the high frequency band of the equalizer.

3.7.2 DELAY



DELAY ON/OFF:	Toggles the delay on and off.
SYNC:	Sync to host tempo on/off.
TIME:	If SYNC is turned off you can select the delay time in ms. If SYNC is turned on you can select the delay time in note values.
FEEDBACK:	Adjusts the FEEDBACK amount of the DELAY effect. Basically this parameter controls how many times a note will be audible via the DELAY.
MIX:	Adjusts the MIX level of the DELAY effect.

3.7.3 REVERB



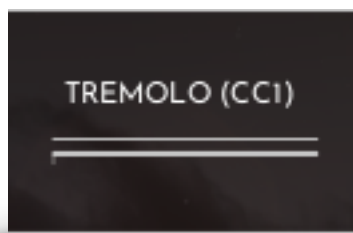
- REVERB ON/OFF: Toggles the reverb on and off.
- IR MENU: Choose one of seven impulse responses.
- PREDELAY: Adjusts the PREDELAY of the REVERB effect in ms. This parameter is helpful for simulating distance.
- MIX: Adjusts the mix level of the REVERB.

4. MEDIEVAL LUTE



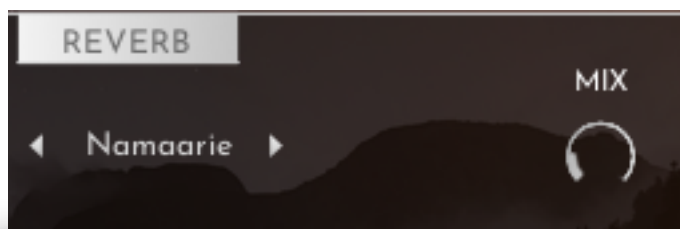
When opening the „Medieval Lute“ instrument you have all the controls you need right there in the GUI.

4.1 DYNAMICS



CC1 (mod wheel): Controls the dynamic of the tremolo.
All other articulations react to the note velocity for dynamics.

4.2 REVERB



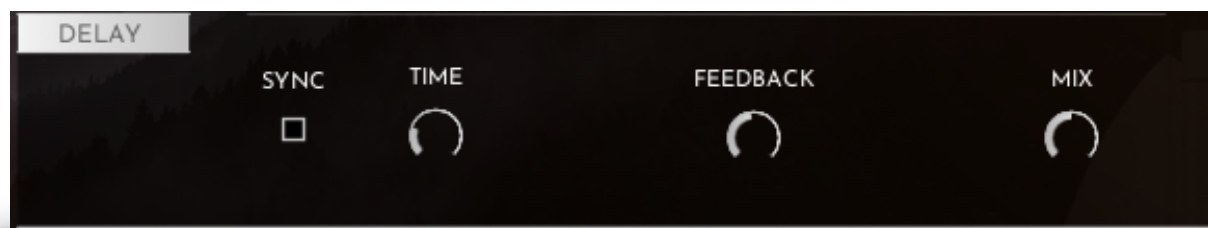
REVERB ON/OFF: Toggles the reverb on and off.
IR MENU: Choose one of seven impulse responses.
MIX: Adjusts the mix level of the REVERB.

4.3 EQ



EQ ON/OFF: Toggles the equalizer on and off.
LOW: Adjusts the gain of the low frequency band of the equalizer.
LOW/MID: Adjusts the gain of the low-mid frequency band of the equalizer.
HIGH/MID: Adjusts the gain of the high-mid frequency band of the equalizer.
HIGH: Adjusts the gain of the high frequency band of the equalizer.

4.4 DELAY



- DELAY ON/OFF:** Toggles the delay on and off.
- SYNC:** Sync to host tempo on/off.
- TIME:** If SYNC is turned off you can select the delay time in ms. If SYNC is turned on you can select the delay time in note values.
- FEEDBACK:** Adjusts the FEEDBACK amount of the DELAY effect. Basically this parameter controls how many times a note will be audible via the DELAY.
- MIX:** Adjusts the MIX level of the DELAY effect.

4.5 KEYSWITCHES



The playable instrument range is from D1 to G4.

Lute Articulations:

C0 - Pluck - press the sustain pedal (CC64) for long releases.

D0 - Tremolo - use the mod wheel (CC1) for dynamics.

E0 - Hammer On - always press two notes:

- half tone interval = half tone hammer on
- whole tone interval = whole tone hammer on

F0 - Pull Off - always press two notes:

- half tone interval = half tone pull off
- whole tone interval = whole tone pull off

G0 - Trill - always press two notes:

- half tone interval = half tone trill
- whole tone interval = whole tone trill

A0 - Arps - always press two notes:

- minor third/major sixth interval = minor chord arp
- major third/minor sixth interval = major chord arp



With this switch you can choose between double time (2x) and normal (1x) playback speed.

B0 - Chords - always press two notes:

- minor third/major sixth interval = minor chord
- major third/minor sixth interval = major chord

The current Articulation is always displayed at the bottom.



5. MEDIEVAL THEORBO



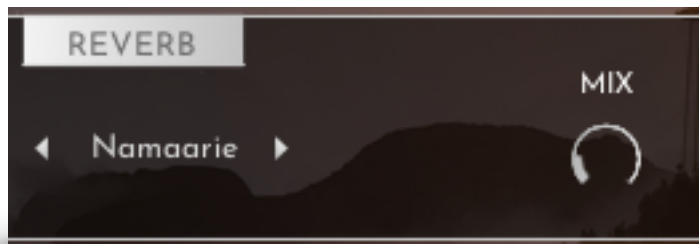
When opening the „Medieval Theorbo“ instrument you have all the controls you need right there in the GUI.

5.1 DYNAMICS



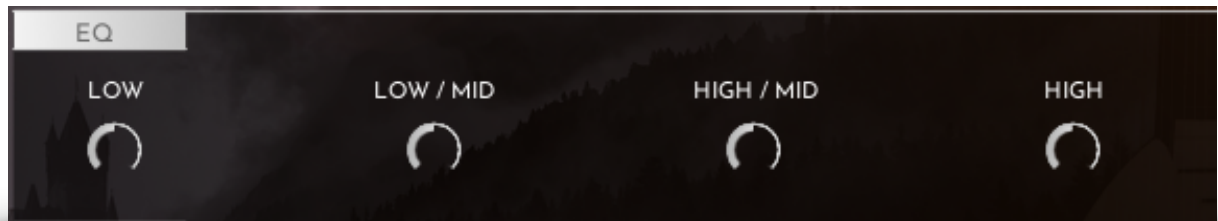
CC1 (mod wheel): Controls the dynamic of the tremolo.
All other articulations react to the note velocity for dynamics.

5.2 REVERB



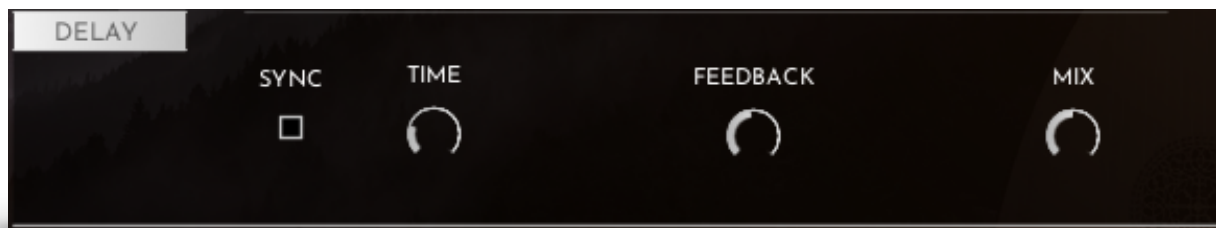
- REVERB ON/OFF: Toggles the reverb on and off.
- IR MENU: Choose one of seven impulse responses.
- MIX: Adjusts the mix level of the REVERB.

5.3 EQ



- EQ ON/OFF: Toggles the equalizer on and off.
- LOW: Adjusts the gain of the low frequency band of the equalizer.
- LOW/MID: Adjusts the gain of the low-mid frequency band of the equalizer.
- HIGH/MID: Adjusts the gain of the high-mid frequency band of the equalizer.
- HIGH: Adjusts the gain of the high frequency band of the equalizer.

5.4 DELAY



- DELAY ON/OFF:** Toggles the delay on and off.
- SYNC:** Sync to host tempo on/off.
- TIME:** If SYNC is turned off you can select the delay time in ms. If SYNC is turned on you can select the delay time in note values.
- FEEDBACK:** Adjusts the FEEDBACK amount of the DELAY effect. Basically this parameter controls how many times a note will be audible via the DELAY.
- MIX:** Adjusts the MIX level of the DELAY effect.

5.5 KEYSWITCHES



The playable instrument range is from G0 to E4.

Theorbo Articulations:

C0 - Pluck

D0 - Tremolo

E0 - Trill - always press two notes:

- half tone interval = half tone trill
- whole tone interval = whole tone trill

The current Articulation is always displayed at the bottom.



6. CREDITS

Product Concept and Design: SONUSCORE: Tilman Sillescu, Pierre Langer, Axel Rohrbach, Christian Wirtz, Stefan Kemler

Project Lead: Tilman Sillescu, Jonas Meyer, Simon Schrenk

Phrases performed by: Attila Völgyi

Recorded by: Christian Wirtz

Kontakt Scripting: Jonas Meyer

Sample Editing: Temo Chelidze, Tami Modebadze, Olajide Paris, Marvin Losch, Jonas Meyer

User Interface Design: Jannic Böhme, Jonas Meyer

Quality Assurance: Stefan Kemler, Simon Schrenk, Tilman Sillescu

Artwork: Jannic Böhme, Benedikt Huster

Videos: Jannic Böhme, Benedikt Huster

Marketing: Benedikt Huster, Jannic Böhme, Florian Tauchert, Alicia Hahn, Felix Möbius, Tobias Kunz, Andreas Hammann, Shawn Basey

Additional Content: Matthias Wolf, Henning Nugel, Nicolai Patricio, Simon Schrenk, Tilman Sillescu, Marvin Losch, Michael Gorjacev